

Camp Vengeance Battle Chart

AC 16	To Hit +4	Dmg 1	AC 17	To Hit +5	Dmg 2	AC 13	To Hit +5	Dmg 2	AC 17	To Hit +6	Dmg 2
Guard	Guard	Guard	Vet	Vet	Vet	Sister Cyas (30)			Niles Breakbone (70)		
10	10	10	50	50	50						

Skeleton	AC 13	HP 10 (1 hit)	To Hit +4	Dmg 5 (1/2 hit)
Zombie	AC 8	HP 20 (2 hits)	To Hit +3	Dmg 5 (1/2 hit (on death, DC 2 + Dmg CON = 1hp)
Amn Archer	AC 15	HP 20 (2 hits)	To Hit +5	Dmg 5 (1/2 hit)
Ghast	AC 13	HP 30 (3 hits)	To Hit +3	Dmg 10 (1 hit) (DC 10 CON or paralyzed 1 min.)
Wight	AC 14	HP 50 (5 hits)	To Hit +5	Dmg 10 (1 hit) (DC 13 CON or DMG to max hp)
Stegosaur	AC 13	HP 80 (8 hits)	To Hit +7	Dmg 20 (2 hit) (on death, DC 1 + Dmg CON = 1hp)

Wave 1 - As you settle into position on the watchtower, you see movement in the trees to the north as a zombie stumbles out of the jungle onto the ground. The zombie scrambles to get back under cover. You can barely see other shadows at the jungle treeline, waiting. Whatever is out there has three quarter cover and you attack with disadvantage. After two rounds a horn blast is heard and the remaining horde of undead bursts from the jungle. There are hundreds of them coming from all directions. Over 60 are in your immediate area running toward the walls. It will take them 3 rounds to reach the fort and climb over the walls into the camp itself to fight hand to hand.

S	S	S	S	S	S	S	S	S	S	S	S	S	S	S
Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z

1500XP

Wave 2 - At the end of the third round, as the undead are climbing the walls, a second horn blast different from the first is heard. A score of skeletons wearing breastplate armor steps out of the tree line and begins firing arrows into the fort. One of the guards exclaims, "My gods, The Amnian Protectorate, the most feared archery division in the Realms. Just before the revolution, a squad of them entered the jungle, never to return. We're doomed!"

A	A	A	A	A	A	A	A	A	A
A	A	A	A	A	A	A	A	A	A

2000XP

During battle, you see a dark figure slithering among the pile of corpses just northeast of camp.

Wave 3 - Occurs when about 2/3 of undead are killed. A third trumpet is heard. An Orc Wight appears from the trees and joins any surviving undead, which begin moving to the gate. You notice that the gate is undefended. All the guards are dead. From the south, a Zombie stegosaur ridden by a ghast charges toward the front gate, shattering it. Undead surge in.

S	S	S	S	S	S	S	S	S	S
Z	Z	Z	Z	Z	Z	Z	Z	Z	Z
Ghast			Wight			Stegosaur			

3500XP

Wave 4 - While the battle rages at the front gate, more zombies rise out of the pile of dead corpses the party saw earlier.

Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z

1500XP

During the battle, you can see more fighting in the river. Dozens of zombies are fighting several man-sized lobsters. If fight is too easy, have 4-5 zombies run into the Medical and Commandant tents.

Skeleton	AC 13	HP 10 (1 hit)	To Hit +4	Dmg 5 (1/2 hit)
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Wight	AC 14	HP 50 (5 hits)	To Hit +5	Dmg 10 (1 hit) (DC 13 CON or DMG to max hp)
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After Battle - As the survivors are going about shoring up the ruined gate, removing the dead, and this time burning the bodies, you see a silhouette cross in front of the nearly full moon. A tall, lone figure riding an enormous pterodactyl flies off into the night heading south east. The commandant, covered in numerous wounds, thanks you for saving the camp, and in an act of contrition apologizes for misjudging them. "By sending you to us tonight, Tyr has proven that we are truly blessed and the sacrifices we make further serve his glory. We shall double our efforts to stay and fight this scourge!"